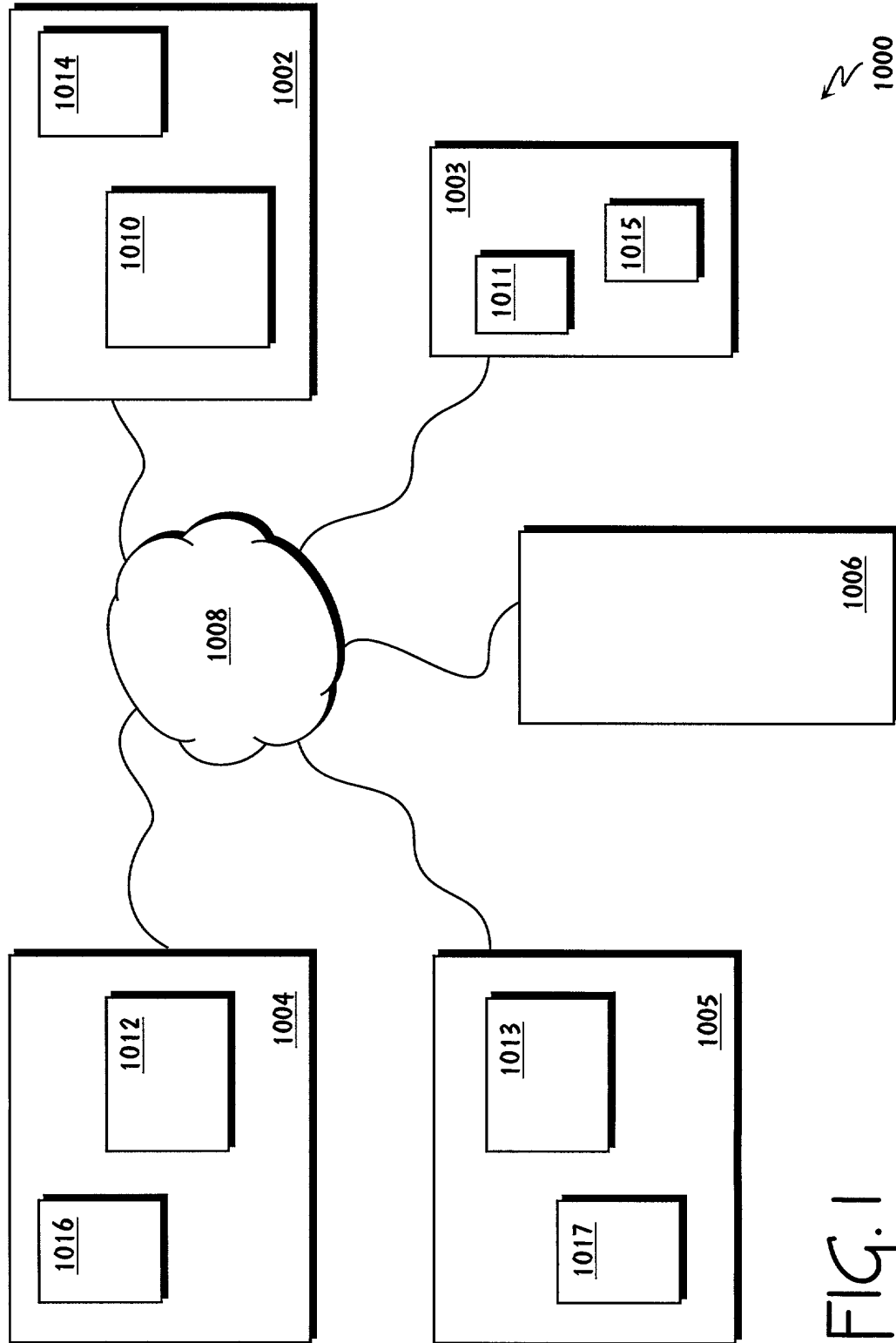


3



1000 ↗

FIG. 1

FIG. 1 is a block diagram of a network architecture.

FIG. 2

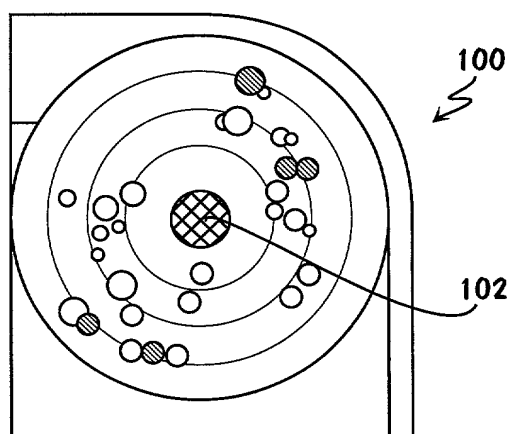


FIG. 3

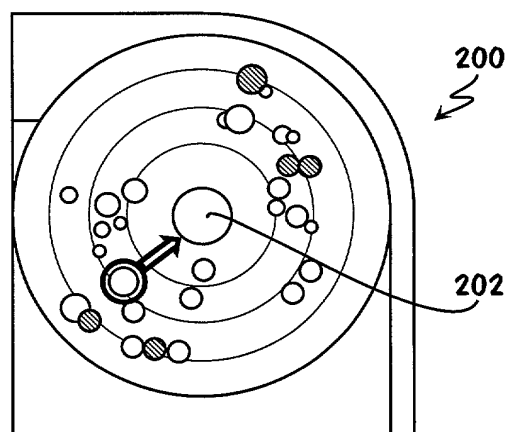


FIG. 4

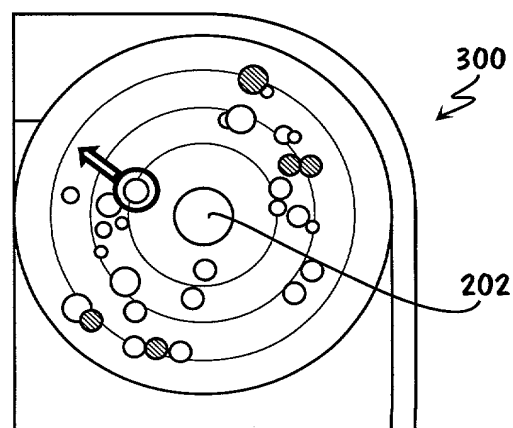


FIG. 5

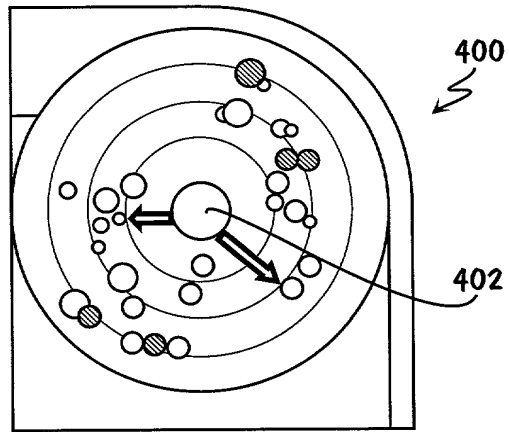


FIG. 6

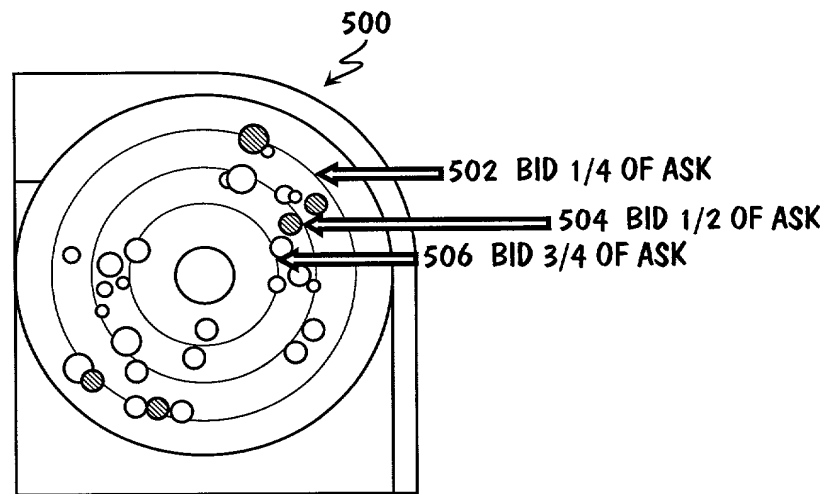
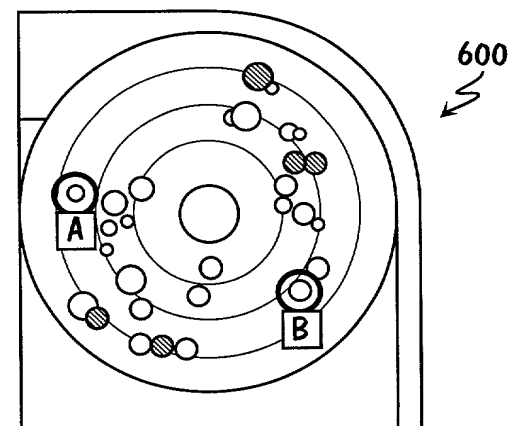


FIG. 7



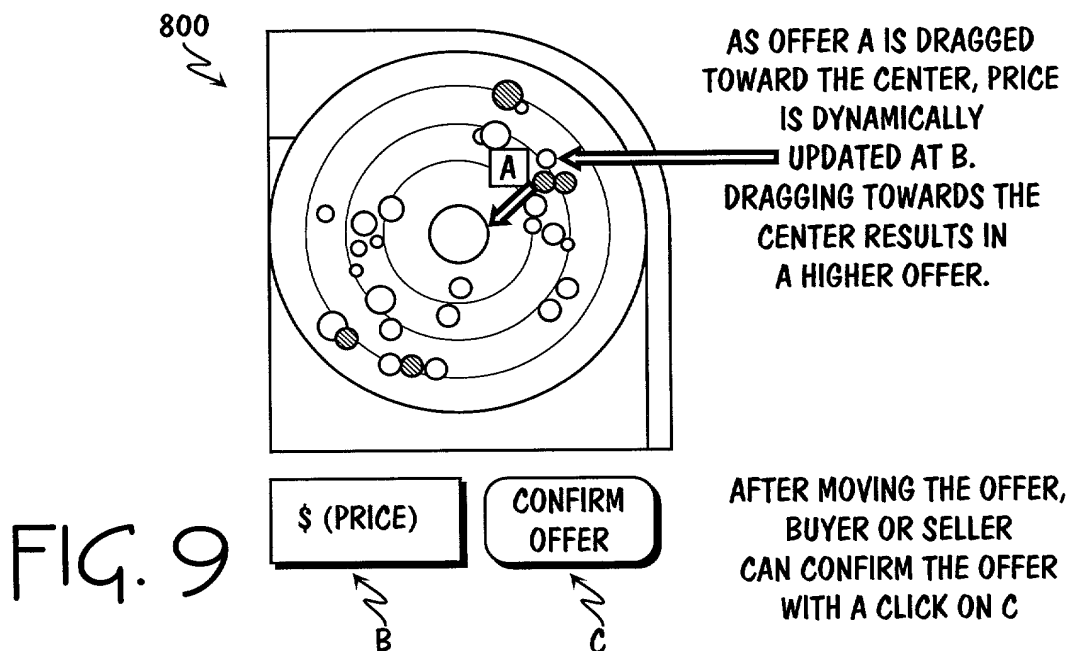
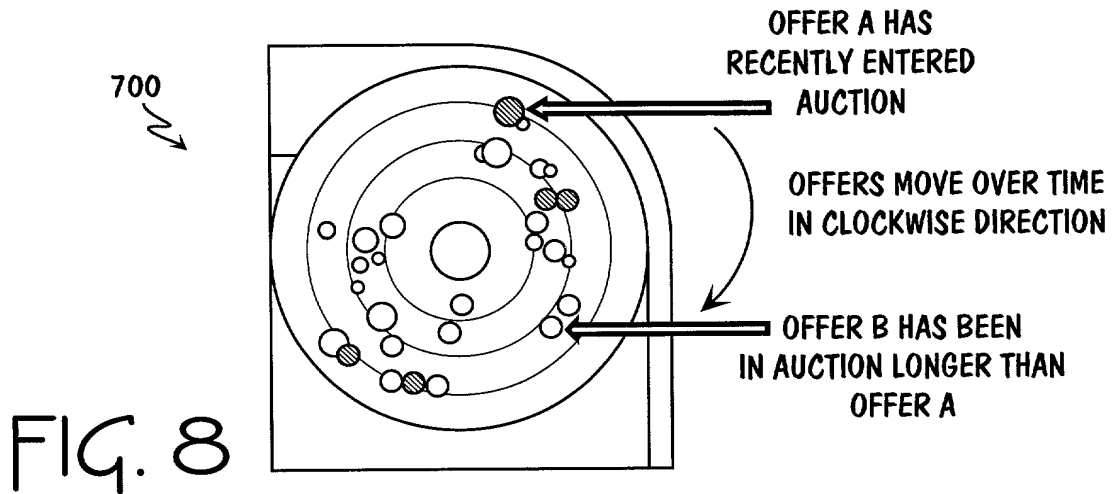


FIG. 10

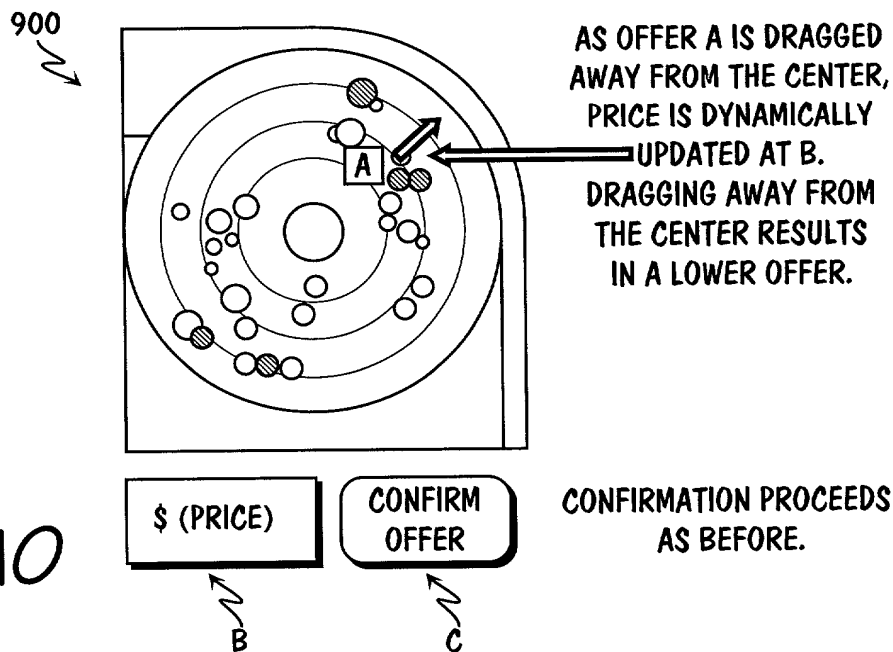
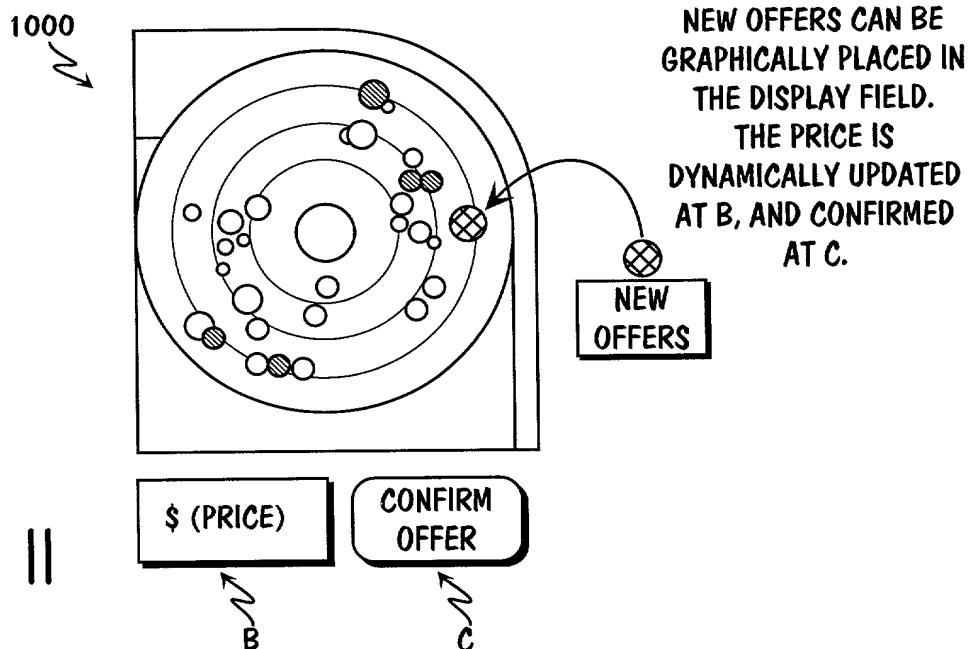
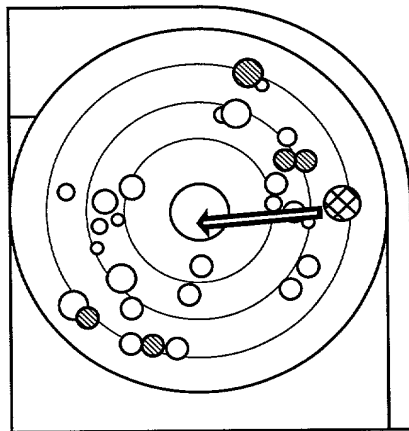


FIG. 11

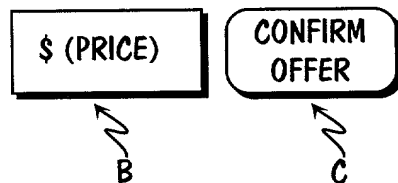


1100

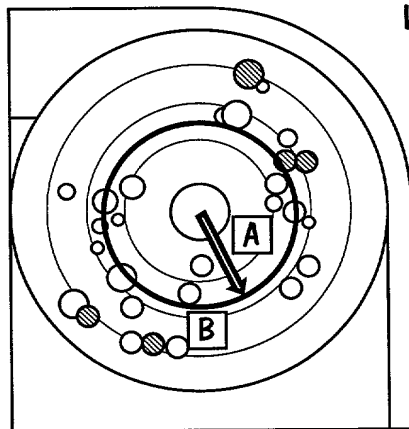


OFFERS CAN BE DRAGGED TO THE CENTER FOR CONSUMMATION. THE PRICE IS GIVEN AT B, AND THE USER CONFIRMS AT C.

FIG. 12

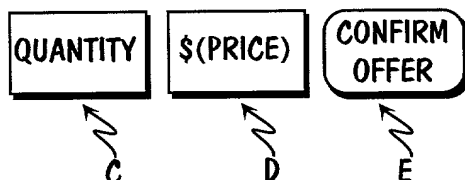


1200

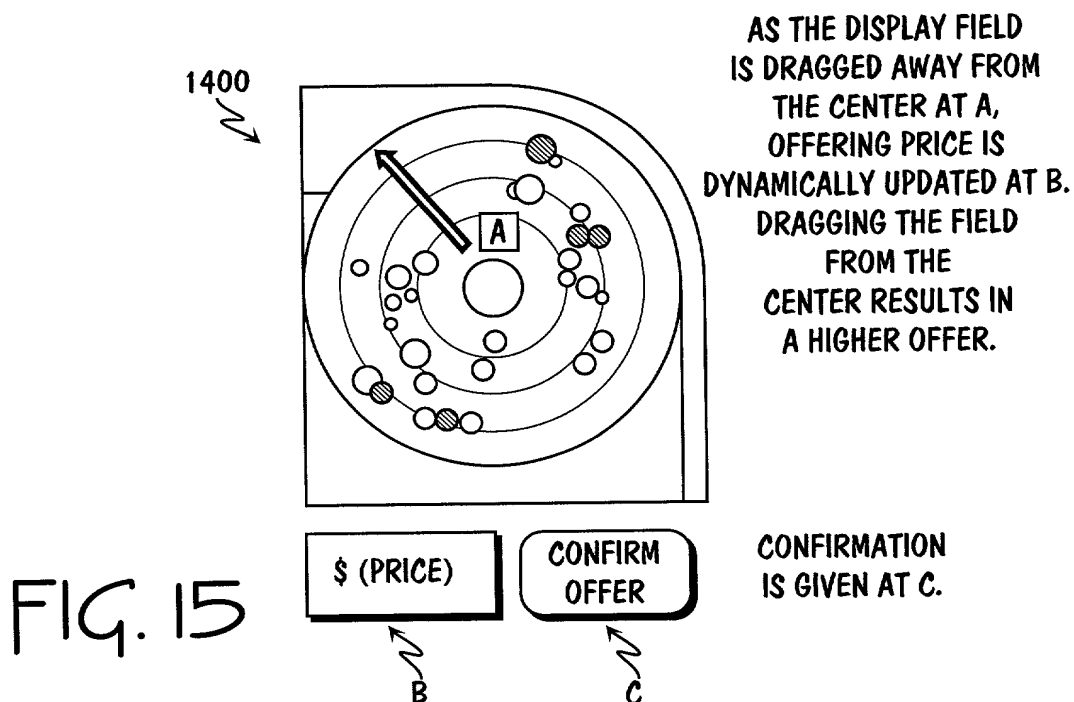
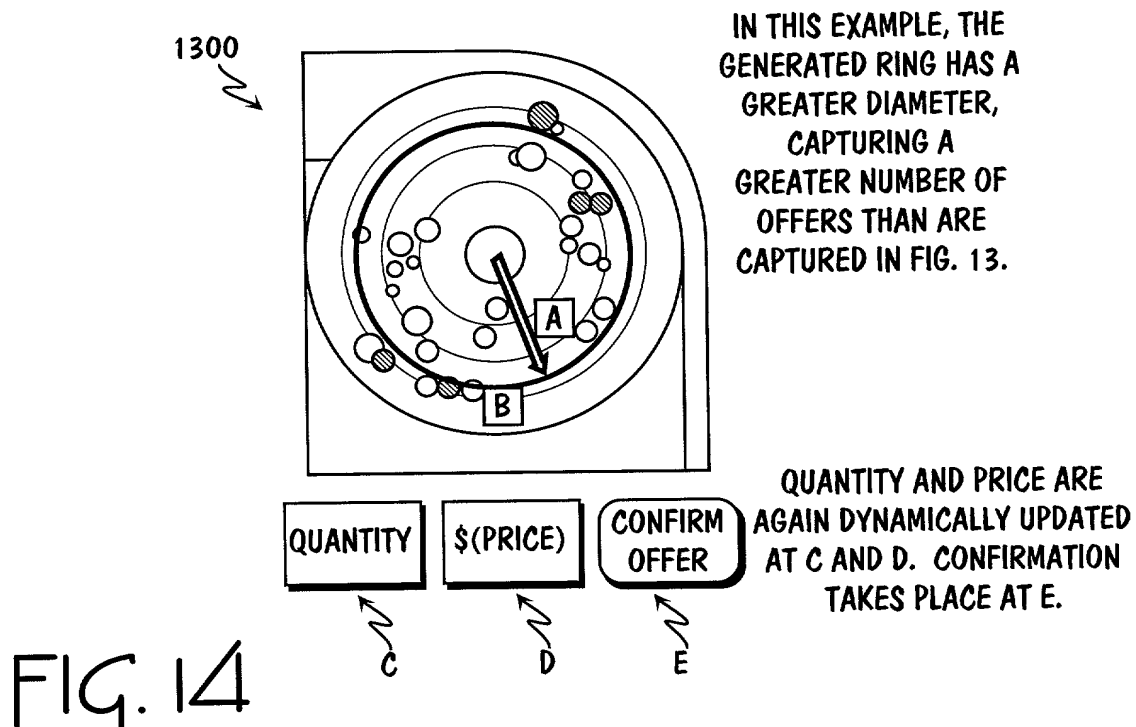


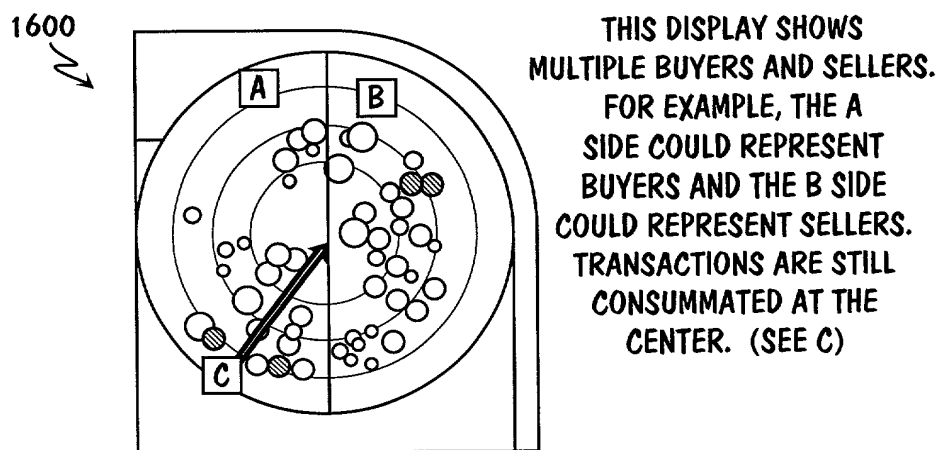
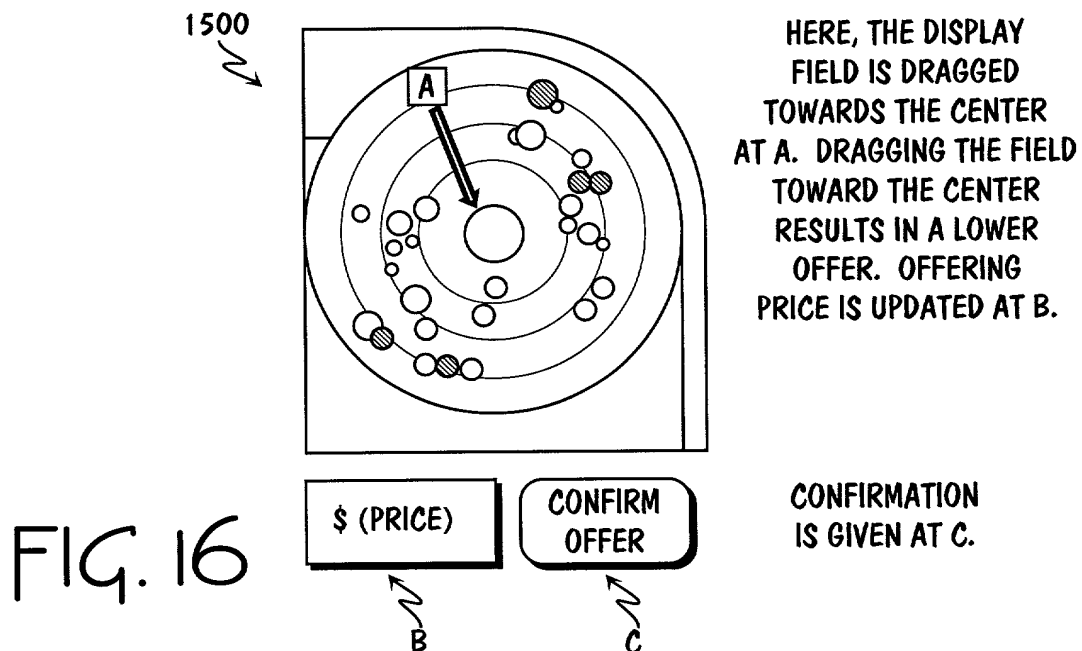
AS THE BUYER OR SELLER IN CENTER DRAGS OUTWARD (SEE A) FROM THE CENTER, THE DISPLAY BELOW DYNAMICALLY UPDATES NUMBER OF OFFERS AND TOTAL PRICE CAPTURED INSIDE THE RING B.

FIG. 13



QUANTITY AND PRICE ARE DYNAMICALLY UPDATED AT C AND D. CONFIRMATION PROCEEDS AS USUAL AT E.







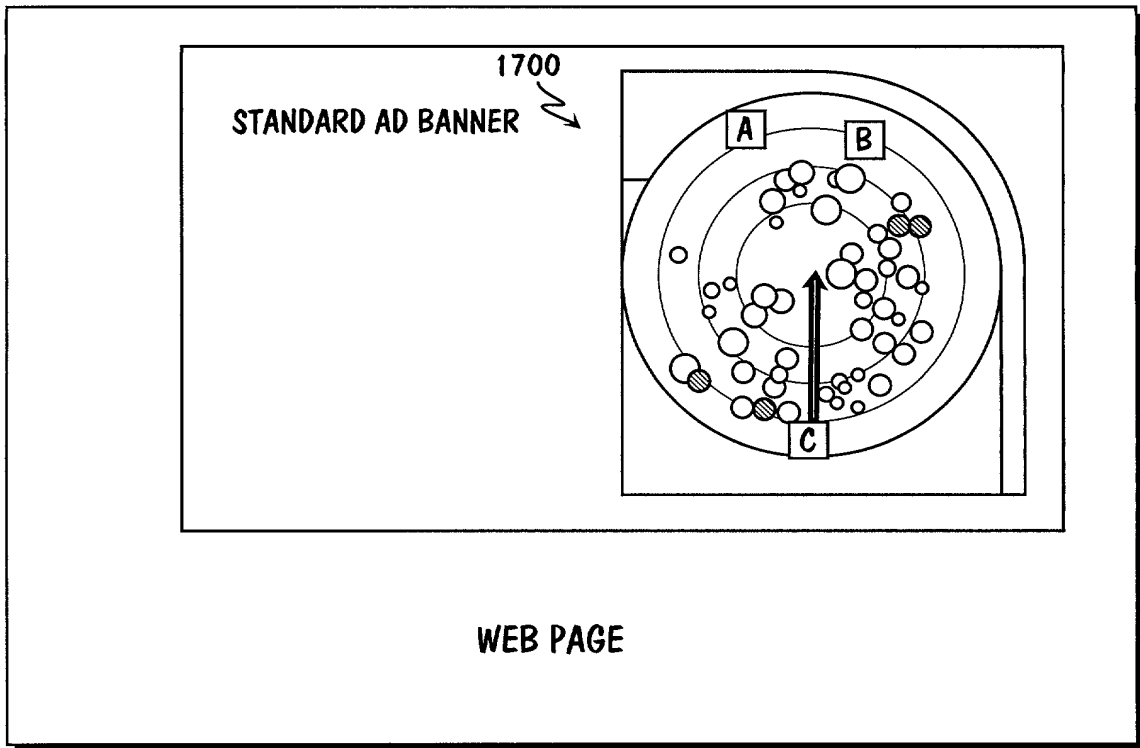


FIG. 18

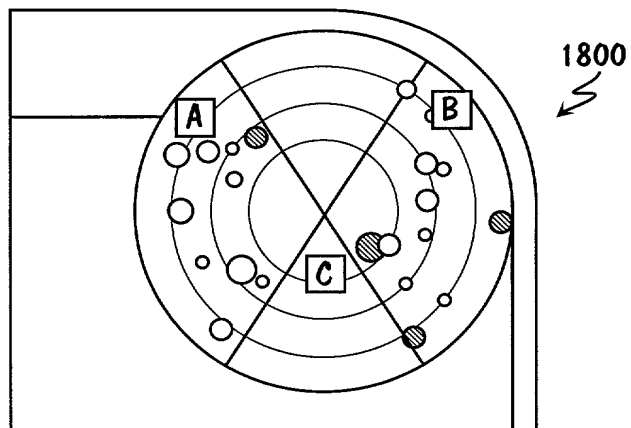


FIG. 19